

Computer Withdrawal

Computing Cathy

Kankakee Hackers CUG

If you have ever had to send your beloved computer into the shop, gone on a vacation, or simply just been away at work, you have suffered from a new syndrome called Computer Withdrawal in some form or another. The symptoms include:

1. Sitting and staring at a blank monitor screen.
2. Fondling the disk containing your favorite program.
3. Dusting the spot where your computer was.
4. Doing things around the house because there's nothing else to do.
5. Talking to your spouse.
6. Talking to your children!!

I have experienced this syndrome twice in the last year. It got so bad that I cleaned my entire house (now nobody can find anything!), started being creative in the kitchen (my family eats out a lot, now), and I started watching TV shopping (my husband offered to buy me another computer to save money!).

Fortunately, this condition is only temporary and easily cured by the return of one's computer. This will alleviate the anxiety suffered by the loss of one's system. The period of mourning is over and joy (peace and quiet) can return to your household. My husband had a Welcome Home party for mine.

The only other known remedy is to have a 2nd portable computer to carry with you, and to have a spare when your main system goes down.

So, should you ever be without your computer and suffer from the aforementioned symptoms, you will know what ails you and how to cure it.

Star Micronics SB-10

Review by R. Eric Lee

Santa Barbara, CA

Every now and then I take a chance and order something sight unseen by mail. I was in the market for a new printer and noticed a Computer Centers of America ad for an SB-10, described as a 24-pin dot matrix printer with friction and tractor feed, parallel interface, proportional character set, and printing speeds of 144 cps in draft mode and 54 cps in letter quality mode. The price was \$299.95--not that much more than a good 9-pin printer. I began to suspect a misprint when I noticed that other mail order companies were asking about \$590 for the SB-10, and the Consumers Guide to Printers gave a list price of \$749.

I called, quizzed the person who answered, and decided to go for it. I sent a cashier's check the same day and received the printer the following week. Here's what I found.

The first thing I noticed was that it was heavy. A glance inside revealed a rugged-looking print head. Obviously, the printer was designed for business use. I hooked it up, using a Xetec Supergraphix interface and had no trouble getting it to print. I was mainly interested in print quality. The draft quality looked good. The letter quality print was absolutely beautiful. The word "near" is not to be found in the manual. Near letter quality 9-pin printers print in two passes, giving a dot density per character of 9 x 18. The SB-10 prints 24 x 13 draft and 24 x 34 LQ characters (that's 5 times the density of a near LQ printer).

The advertised speed of 144 cps is for elite print; pica prints at 120 cps in draft mode. In LQ mode, speed is 47 cps (54 cps in proportional printing mode). Elite print is available only in draft mode, and proportional spacing only in LQ mode. Condensed print is available only in draft mode. Expanded, double-strike, emphasized, and international character sets are

available in either. There is no italic character set.

Special features include continuous underline, programmable tabs and margins, perforation skip, reversible paper feed, and macros. There are dozens of format and graphic control codes for those who like to program their printers. Ultra hi-res graphics means that solid shapes will print in solid black, not as a field of little dots. Of course, a jagged line will still be jagged, but there will be no space between the pixels.

Behold the print options below. Aside from the lack of italics, my only disappointment has been a failure to print out the user fonts supported by the Super Graphix interface--which were my reason for buying that interface. Otherwise, I'm quite happy with the SB-10. For me, the superior print quality was worth paying a little more for.

[Ed. Note: Inquiry produced more information. In a picture, the ribbon cartridge looks exactly like mine--Toshiba 1350/Radio Shack 2100, \$7-8 but very long-lasting and clean and easy to change. The printer itself looks extremely like my P321, and the printed output is nearly identical for the types the SB has. In favor of the SB is that it works with 64 graphics software: Print Shop, Doodle, GEOS, etc., everything but Fontmaster, and it's nearly \$200 cheaper than the Toshiba P321! This looks like a printer to consider if you want quality print and have heavy-duty use.]

Amiga Notes

Western Indiana CUG

I don't know if it just me, but take away the announcement of the A-2000 (and A-500) which you will find plastered over the front of just about every magazine in the free world vaguely related to Commodore and there hasn't really been much news.

It looks like Electronic Arts is almost ready to release "Return to Atlantis", their answer to the Cinemaware's graphics and animation laden adventure game. If the truth were told, it was actually announced by EA at the launch of the Amiga almost two years ago. Better be some game!

Still no monster word processing programs for the Amiga. Word Perfect is still feature tweeking and searching for a price. Prowrite would require buying Commodore new long persistence phosphorous monitor. (No thank you.) And, it appears that Batteries Included product (Paperclip Elite) is down for the count. Maybe they should call HES for some financial suggestions.

The Hacker's Column

Robert Madsen

Kankakee Hackers CUG

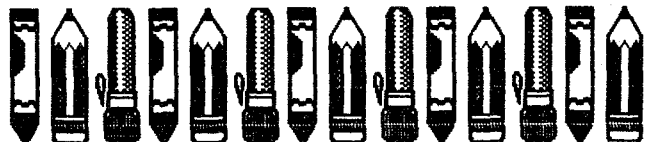
The latest salvo in the 68000-based computer market has been fired by Apple, Atari and Commodore. It appears, unfortunately, that Commodore's Amiga is losing ground to the Apple Macintosh and Atari ST.

Commodore has introduced two new models of the Amiga. The Amiga 2000 has improved expansion capability while the Amiga 500 is a lower-priced machine with capabilities similar to the original 1000 model. Both machines come with 512K of RAM, but otherwise are little different from the Amiga 1000.

Atari's latest models have added a "blitter" chip that gives them graphics manipulation in hardware similar to the Amiga. The new Mega 1, Mega 2 and Mega 4 computers offer one, two and four megabytes of RAM respectively and are still priced less than a comparably-equipped Amiga. Amiga, however, still retains a slight advantage in graphics capability.

Apple's new Macintosh II, though, is almost a completely new machine which sets new highs for both price and performance. The Mac II has a 68020 processor running at 15.7 megahertz, approximately twice the speed of the Amiga and Ataris and effectively three times the speed of the older Macs. Mac II is capable of displaying 256 colors selected from a palette of over 16 million at a resolution of 640 by 480 pixels. It includes an improved sound generator and slots for add-on hardware. Even with all these modifications, however, the Mac II the Mac II can run 95 per cent of the software written for older Macs. The only real disadvantage for this machine is the price which will be approximately \$5,000.

I hope that Commodore will quickly bring out an upgraded Amiga with more memory and a faster processor. If they don't, the Apple Macintosh may become the undisputed leader in the 68000 market, leaving Atari and Commodore to fight over the low-end market. "Atari and Commodore"... "low-end market"... sounds like old times, doesn't it?



How To Get More In Your Disk Directory

Author Unknown - Commodore Technical Users Group, Orange, CA

Commodore DOS limits the number of directory entries to 144. The reason being that it uses 18 sectors in track 18 to store the directory. There are 8 possible entries per sector and, of course, $8 \times 18 = 144$. The nineteenth sector, sector 0, is used for the BAM. The directory uses every 3rd sector in the following order: 1, 4, 7, 10, 13, 16, 2, 5, 8, 11, 14, 17, 3, 6, 9, 12, 15, 16.

If any less than 18 sectors are used, then the last sector NEXT TRACK AND SECTOR POINTER is OFF.

This is how to get more than 144 entries in the directory.

1. Format the disk.
2. Using DISECTOR or a tool of your choice, allocate all of track 19. This will prevent anything from being stored in that track.
3. Save files to the disk. I saved about 140 Print Shop graphics files.
4. Using DISECTOR (or your choice) copy all the track 18 sectors to the corresponding track 19 sector. For example, 18/1 to 19/1, 18/4 to 19/4 and so on.
5. Using DISECTOR, go back to track 18 and DELETE all the files. Just change the file type byte to 00. Now all the files on the disk are in a directory in track 19.
6. Using DISECTOR, fix all the track and sector pointers in track 19. They will refer to track 18 if you do not change them.
7. Again using DISECTOR, write in ALL the proper track and sector pointers to take the directory through all the sectors of track 18. At 18/18, set the pointer to 19/1.
8. Now you can save some more files to the disk. The number of files that you can save may be limited by the remaining free blocks. I could only save about 80 more 3 block files.
9. Depending on which file copier you use, it may be necessary to go back in with DISECTOR and fix the track and sector pointer on the last directory sector that the copier used.

Now, what is this useful for? Not much really but you can store all your Print Shop or PrintMaster files on fewer disks. There are some drawbacks. You will not be able to delete any of the files in the track 19 directory. DOS will not allow it.

Another use might be in a BBS. If there are files on the Message Base disk that will never change and the sysop wants to maximize the number of possible messages to 144, simply move the permanent files to track 19 and fix the pointers.

Anyway, it was fun to figure out how to do it. I have a disk with 211 Print Shop graphic files on it and there are still 9 blocks free. I could have gotten more files on if I had gone back to the BAM and de-allocated those sectors that weren't used. Maybe I could squeeze out 3 more sectors.

128 POKEing Fun

George Pope

CCCC, Inc., Tucson, AZ

DOUBLE YOUR 64 SPEED ON THE C-128

You can double the clock rate on the 128 in 64 mode. The major drawback is the VIC (video) chip can't handle the pace until things return to normal. To speed up, POKE 53296,1... to return to normal POKE 53296,0

SYS COMMAND to go 80 to 40 or back:

SYS 49194 = Switch to 40 columns.
SYS 52526 = Switch to 80 columns.

PARTIALLY DISABLE LIST COMMAND

POKE 774,61 = Will list only the line numbers.

POKE 775,255 = Hang up computer when listing.

DISABLE SAVE COMMAND

POKE 808,196 = Will disable SAVE command.

PRINT AT COMMAND

To emulate the PRINT AT command used by many other computers, the following approach will work provided it is followed immediately with the PRINT command.

```
SYS49176,a,(col),(row):PRINT"hello world"
```

Example:

```
SYS49176,a,20,20:print"hello there"
```

DISABLE RUN/STOP RESTORE

POKE 808,PEEK(808)-3

Professional Blackjack

Bob Blocher

CCCC, Inc., Tucson, AZ



Whether or not you are a blackjack 'nut' or just an occasional visitor to Las Vegas (as I am) you will be very pleasantly surprised with this program by Intelligent Statements, Inc. I do not exaggerate when I say this is the only program I have used so far on the Commodore 64 that met ALL expectations. Not only does it do what is advertised (and more), it does what I expected it to do.

In this program there are some sixteen different game variations, or rules of play. Per Uston, the way these variables are applied to the game has a distinct influence on the outcome of the game. By the way, do not let all this talk of variables and rules make you think you can't play plain, simple old blackjack with this program. You can. The play is quite straightforward. Upon booting up, you are presented with the Main Menu. There are five options: Play Blackjack, two individual Drills (one on countdown and one on strategies), Edit Casino Rules, and Enter System Count. We will briefly look at each area, but first a little about Ken Uston.

Ken Uston is supposedly one of those unwelcome people in casinos, because he has a bad habit of winning too much too often in blackjack. Seems as though he was a Yale and Harvard MBA graduate doing quite well in business when he gave up the rat-race to make his fortune in blackjack. He reputedly did make his fortune in blackjack. He now also makes a lot of money with blackjack schools, writing books (a free copy of his book on winning at blackjack...only \$2.50 for postage/handling), and sponsoring/selling computer blackjack programs.

Back to the program. When you select "Play Blackjack", you are asked where you want to play. Pick your spot...Las Vegas strip or downtown...Atlantic City, etc., along with how many decks of cards. After this selection, you pick your casino by name. The casinos have different rules, and the program purports to have the applicable rules (remember those 16 game variables!) incorporated into the play for the casino you choose.

The next screen is the playing table with the dealer at the top and seven places for players. You now choose the players. You can have from one to seven, and you give each a name. You select, for each player, whether the hands will be played by the computer or from the keyboard. You also select what strategy, if any, each player will use.

Play is very realistic...a minor fault here...no waitress comes by with a free drink! You have the option of

selecting the speed of play, but the default action seems about right--just a little too fast to keep track of the cards. Each player places his bets, the cards are dealt, then the players each have all the play options available including splits, doubledown, surrender, etc. A number of other neat things such as cheatsheets are available during play if you so choose. You can also get a critique of how well each keyboard-played hand performed per the strategy selected.

By now you probably realize that this is much, much more than just a computer blackjack game. It is an educational program designed to teach you how to really win at blackjack. There are four major parts of the curriculum.

First is just learning what to do based on the cards showing on the table...the basics, if you will. According to the enclosed instruction book, by learning this basic strategy you will play your hand correctly 80% of the time. Next is a very simple counting system which will help you play your hand correctly even more often. It also starts you into betting strategy. The third level takes you into a more advanced counting system and stronger betting strategy. The fourth level is named the "Uston Advanced Point Count" (APC) and is, according to the book, "the most powerful non-parameterized system currently available." I really cannot vouch for that, but I did notice when the computer was playing a hand with the APC strategy, it won as about \$600 in around 45 minutes (I broke even using basic strategy).

Nobody Beats

Babbage's

SOFTWARE FOR THE HOME

The largest selection of home computer software !

Learning the strategies and how to count cards is where the two drill selections on the main menu come into play. They both seem pretty good in that you pick the speed of play you are able to handle and the particular type of situation you want to be drilled on. Each of the strategies is very well covered in the 47-page book that comes with the package. With computer-aided instruction, it now appears feasible to learn blackjack relatively painlessly. It will, however, take quite a bit of time and effort to become a real pro.

The software is extremely easy to

use. The program instructions (a separate booklet from the game/strategy book) are very clear and the program itself is particularly user friendly. Sound effects, color and animation are good although it is sometimes difficult to read RED on WHITE with hearts and diamonds. Play of the game could not be better!

With the fourth item on the main menu, you can change the variations for a casino or set up your own rules. The last main menu item gives you the option of setting up your own counting system.

In summary...Ken Uston's Profe\$\$ional Blackjack is an outstanding piece of work. It is superbly put together to help you learn how to make money at blackjack by gaining a statistical advantage of 2-3% over the house.

Common Mistakes

Mike Simbre

No. Genesee County CUG



Saving information on an unformatted diskette.

Washing the computer in the sink.

Storing sandwiches in the disk drive.

Taking the computer apart to see how it works.

Using a \$400 word processing program diskette as a frisbee.

Trying to print out personalized pancakes in your printer.

Asking your children to chose which game to play.

Trying to use magnetic tape instead of magnetic diskettes in a disk drive.

Trying to stuff two diskettes in a single drive to make it a dual disk drive.

Using refrigerator magnets to keep your favorite disks handy.

Happy Feet

MICE, Miami, FL

Want a good way to keep those 1541's or 1571's from getting too warm and overheating? It's simple. Go to one of the major hardware chains and buy some PVC pipe fittings. They are threaded and used for joining two lengths of pipe together. They are about 1 1/2 in. long and have an inside diameter of 9/16--perfect fit over the rubber feet on the bottom of the drives! Elevating the drives allows air to circulate and can inhibit overheating. If you have two drives, you can place the feet under each drive and then place one drive on the other without worrying about either overheating.

Power GeoWrite

Mike Farr - Berkeley Softworks

Many accolades have been heaped on geoWrite. The capabilities of geoWrite are multi-font, multistyle, multi-page, graphics and text pasting, as well as allowing the capabilities of selecting, cutting, goto page/next page options, and a preview mode. Added to this are extensive printer support, eventually LaserWriter support; and you have the prospect of being able to create near-typeset quality out of a \$150 computer (as long as you can get hold of the LaserWriter at your local copy shop). Another possibility we are looking into is offering a laser printing service on QuantumLink. The idea is to be able to submit documents over the phone and receive laser output back in the mail. Perhaps an overnight courier service option could be supported allowing you to get that important proposal or term paper out at the last minute.

But is geoWrite the last word processor you'd ever want? Unfortunately there is a limit to how fast you can logically OR the bits of a proportionally spaced font on screen. What that means is that there is a limit to how fast you can update GeoWrite's screen. That's why when I have a large document to do with geoWrite, I type it in with the right margin pulled in so that the screen doesn't flip. This saves time when all I want to do is type as fast as I can and not have to deal with the mouse/joystick. When the document is all in, I'll add the boldface, font changes, and any other highlighting. Then I'll pull the margin out, make sure all the tabs are set and run a full page preview. For me this is the fastest way to create a large document.

Another approach, though, will eventually be possible. This will be the capability of using your favorite character-oriented editor to enter your text and then grabbing the file and converting it to geoWrite format. Here at BSW we are looking into developing a program that will allow you to convert the text data files produced with other word processors into geoWrite format. With geoWrite you would then be able to add formatting and use what geoWrite does best, namely the font and style support to produce a high quality document. This will also allow you access to all your old documents as well.

To speed up going from one page to another, you could use page breaks every time you know where a page is going to end. Thus each chapter or section should end with a page break. When you go from one page to the next, geoWrite has to refigure out where each page ends if you have added text since the last time you went to another page. This means that

what overflows one page gets added to the beginning of the next page and so on. This process is rather disk intensive and therefore slow. Whenever geoWrite encounters a page break, and it has more text to "ripple" to the next page, it simply creates as many new pages as it needs. If you think about it a moment you can see that with a defined page break, the rippling process can end there; that is, none of the remaining pages need to be altered.

Another note worthy of mention: If you have V1.0, it's worth sending in your registration card and getting your free update to V1.2. Several improvements that significantly speed it up were made. First, when you flip screen right and left, or scroll up or down, the bit map is moved and only the part of the document just scrolled on is drawn. V1.0 had to erase the entire screen and redraw it. Second, V1.0 could only keep one character set (other than the default system character set) in memory at once. V1.2 can keep up to eight, depending on the size of the character sets. (A character set is one point size of a font.) The future of the C64 is exciting. It is the first computer that can truly be said to be the computer for the rest of us.

C128 SUPPORT

Sometime this fall BSW will release the 128 version of GEOS. (Beta test in September.) It will use the extra memory of the 128 and the double-sided 1571 drive. Unfortunately, as has been pointed out, the 80 column graphics chip can only be accessed through a couple of registers, thus making it totally impractical for a graphic operating system like GEOS. Even if this bottleneck were not there, it is likely that using the 80-column screen would still be too slow. Even though you can run the C128's clock at 2 megahertz instead of 1 megahertz, making the machine twice as fast, the amount of data you would be moving around on the screen goes up not by a factor of two but by a squared relationship (remember the formula for the area of a square!). Thus, without a new processor, you couldn't really use the extra screen space anyway. A consolation of this, however, is that applications that will run on the C64 will also run on the C128. This means that developers won't have to choose between systems to develop for and possibly forsake the 128 market.

NEW GEOS COMPATIBLE HARDWARE FROM COMMODORE

Commodore should soon be releasing two very interesting new pieces of hardware. First is the new proportional mouse. This works like a real mouse you may have seen used with the Amiga, MacIntosh, or Atari ST.

The second is a RAM expansion module like the 1750 RAM expansion module that

was done for the C128. We demonstrated GEOS with the RAM expansion at the June Consumer Electronics Show in Chicago. We quickly whipped together software support for a simple RAM Disk just before the show. The result is amazing. To give you an idea of the progression of the speed of the C64, originally the C64 had the cassette drive, which took many minutes to load. Then the 1541 came along and dropped the time to 3 minutes to load an average file. Disk fastloaders like GEOS' turbo sped up loading files from 3 minutes to 25 seconds, an incredible improvement. With GEOS RAM disk support, geoWrite, GeoPaint, or any other yet unreleased GEOS application loads from the RAM expansion in under 3 seconds! Cutting and pasting between applications is painless. You can pull text out of geoWrite, close it, open geoPaint and paste it back in less than 15 seconds, faster if you're good with the joystick or mouse. GEOS with the RAM disk ran circles around a Mac Plus running with a 512k RAM-cache selected. Our RAM disk software only used 170k of the 512k in the prototypes! The amount of RAM in the final version is a price/marketing decision; and the manufacturing time is still unknown, but the best bet is sometime toward the end of the year. Even if Commodore charged as much for the RAM expansion as for the C64C, it would still be a bargain as the performance improvement is astounding. You can bet BSW will support the RAM expansion with RAM disk software.

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The Rank Beginner

Tiger Merrill

CCCC, Inc., Tucson, AZ

"It's really very simple ONCE YOU KNOW HOW TO DO IT!"

Why a Commodore C64 or now C64-C? Why not a sophisticated electronic typewriter? Secretaries and file clerks love their dedicated word processing typewriters, which can do all sorts of things. They have memories (the typewriters) and abilities to make corrections, move words, sentences or paragraphs around, up down and anywhere just like computers.

Feelings are hurt if you don't listen politely a few minutes to all the wonderful things it can do. May the Lord help you if a cracker or cookie crumb bounces on that brand new office jewel. It doesn't help to scatter them on computers either, but they'll survive.

I thought seriously about the above because I write a lot of personal letters to several friends. The price of the IBM electronic typewriter which I thought was terrific took my breath away and that was that!. I still have a Remington Rand top of the line QuietRiter, for \$85.00 forty years ago, that still works.

Now that the dust has settled in the home computer industry, Commodore computers have definitely won out. It's a fact the C64 has easily outsold all others in its price range. It is the most cost-effective home computer with more power per dollar that you can buy. The C64 has a wide range of capabilities, including terrific color graphics, sophisticated sound synthesis (often overlooked) and its 64K character memory is enough to handle any practical home computing task.

It should be realized that any computer is only as good as its software base. The only exception to this is the person to whom programming is everything.

The C64 is blessed with dozens of companies and private individuals who make programs for profit and public domain. The quality and quantity (I believe) has improved immensely during the last two years. Also the price fortunately has improved. Programs are available now which range from games which are simple and easy to games which are so difficult that books are written explaining them while they last for days instead of just hours. The same is true for wordprocessor, spreadsheet and data base programs.

There are still more programs. Children's educational programs and SAT educational programs for college students. Usually forgotten are science programs in public domain, easily available locally and nationally through

user groups like our own CCCC. DON'T GO AWAY! I still haven't mentioned TERMINAL PROGRAMS, without which any COMPUTER & MODEM would be useless for electronic communication with BBS's (bulletin board service). Now you get into big numbers when you mention programs available on local and national BBS's. It seems that every six months a new generation of BBS terminal programs comes out. I have one now with moving colors and a smiling cursor! I've got to remember to send that guy \$7.00 too. He did put in a lot of time working on it, and I could never come up with anything like it in a hundred years. If you are interested (rank beginners), let me know and I'll come up with something about them, too.

If a book on the C64/128 doesn't have the word syntax in the index, appendix or glossary, well, don't buy it; just put it back on the shelf and look at something else. A really great book for the Rank Beginner hasn't been written yet. Usually these introductory books for the beginner have a short chapter on how to hook up computer to the monitor or a televisionset, the printer and the disk drive. They don't waste too much ink either by reminding you to refer to the different component instruction manuals. Next is a brief chapter explaining how the computer keyboard is very similar to a typewriter with a few exceptions which are very obvious anyway. Now you're dashed headlong into programming with a cute little program on how to print your name a hundred times on the monitor. See how much fun it is; why you're programming already! OH YEAH!

There's always an exception to every rule. Of the eight books for the Rank Beginner which I've looked at lately only one was very good. Not really great, but very good. Guess what? It does not have the word syntax in the index, appendix or glossary. There is an attempt called "USEFUL TERMS", which might be considered a very weak glossary. Other than this, it's the best available for the RANK BEGINNER. It is:

THE TIME/LIFE STEP-BY STEP GUIDE TO THE COMMODORE 64: The Illustrated Guide To The Commodore 64 And Its Uses.

This book can be found at the Tucson City Library and most of its branches. It can be identified by: ISBN 0-394-72515-8. The city librarians can tell you where and how to purchase one if you're interested. Although it has only 102 pages, it will tell you more about how to use your C64 than other books with twice that many pages. The pictures and color graphics are top notch professional work. It is very well written in easy to understand language meant especially for the beginner and in terms which even the younger and most timid beginner can understand. People with vision or sight problems will really appreciate this book because of the many excellent pictures and illustrations. I just checked this book out at the Valencia Branch of the

Tucson City Library, which had ten copies, so there should be several copies at each of the other branches of the city library too.

My favorite advice to the Rank Beginner is to get on a local BBS (bulletin board System). You can always find someone who is willing and able to help you with your questions and problems. You can always call upon the SYSOP (system operator) for help too. You can do this indirectly on the bulletin board and most of them welcome questions by telephone if you are having difficulty with their system. At the last meeting I got a surprise question, "What happens when I put the term program disk in the drive?"

Well, I'll try to explain two different terminal programs: one this time and one next newsletter. I can't cover them all because there are dozens. Most are similar in procedure and operation, and these two to be covered are the easiest to get started with (to me anyway).

COMMTERM 3+

Type LOAD "COMMTERM3+",8 \$RET!
Your computer "SEARCHES" for COMMTERM3+ about 20 seconds, then gives you the READY prompt.

Next type RUN \$RET!

The computer loads some more while displaying a large C-T logo. After this second loading is completed, you suddenly get an introductory menu format displayed on the screen. You will now have a cursor, which is the arrow pointing to a blue highlighted or reversed field called TERMINAL MODE. Also you will see eleven different other menu OPTIONS. To just get started on line, the one you want is next to the bottom.

Now press the down cursor key nine times and little arrow and highlighted field moves with a little beep tone down to AUTO-DIAL, which is the menu option that you want.

Press the Return Key

The monitor screen will flip to the format titled AUTO DIAL MODEM. Press the cursor-down key until the BBS you're interested in is highlighted. I usually start with THE WINDY CITY because the sysops are used to me pestering them for all sorts of assistance.

Here you have to look around!!

At the bottom of the monitor screen you'll find PRESS F1 TO ABORT & PRESS F3 TO START DIALING. If you lose your nerve, press F1. Stay in there; you can't hurt anything and no one will know if you make a mistake anyway.

Press F3 (No Return Needed) to start dialing, which will be done automatically by the program (which is in the computer memory) and the modem.

Be patient as it takes 5 or 6 seconds and you'll see the format titled DIALING BBS NUMBERS on which you will see the numerals appear as they are dialed

automatically. Don't be disappointed if you don't connect the first time as someone else is using the BBS. Usually the more popular the BBS, the more difficult it is to get "ON LINE".

You can do one of two things here. TRY again in a few minutes or TRY the next BBS on the above mentioned AUTO DIAL MODEM list. Since about 2/3rds of BBS users are teenagers, the best time to get "ON LINE" is during school hours or late morning like right now at 3:00AM. Once you "CONNECT", you will be asked personal information such as your name, full address, and telephone number. Usually you'll be asked to select a password of your own choosing. Write it down somewhere and keep it confidential. I use the same password for all different BBS's that I'm on. [Ed. Note: This is a common but highly not recommended practice!] If you're given an assigned password, make very you WRITE IT DOWN SOMEWHERE as the sysop will get very upset if he has to look it up once or twice a week.

The first time you get ON there's not much you can do except leave a message to the SYSOP (put in a good word for yourself; after all he who toot-eth not his own horn hear-eth not his own horn toot-eth). Hopefully the SYSOP will quickly verify your personal information and admit you to the board within 48 hours. The second time you get on you will be able to read messages and leave messages to others.

Don't be surprised if you run into problems as no two BBS's seem to have the same operating system program. In addition to learning to use your terminal program (COMMTERM3+ is just one of many available), you have to learn to use the different system operating program used by the different BBS's. GOOD LUCK!!!!

I will close with some COMMODORE trivia definitions:

- PET Personal Electronic Transactor.
- VIC Video Interface Computer.
- SID Sound Interface Device.
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Digi-View

Review by Barbara Cramer

Do you enjoy photography? Do you like drawing but lack the talent to start from scratch? Do you already own a VCR unit and camera? Double the use of your VCR equipment with Digi-View to produce high quality photos, on your Amiga.

Digi-View is a video digitizer that has as many uses as your imagination will allow. Since I am not qualified to discuss the technical aspects of this process and since VCR equipment varies between manufacturers, I will limit this article to a few of the creative uses and practical applications of Digi-View.

Being apprehensive about adding another gadget to the maze of wires and connectors, I was pleasantly surprised to find that linking the camera to the computer was quite easy. The Digi-View cartridge plugs right into the port usually used by your printer and the camera cable connects directly to the cartridge. Since my VCR equipment is a bit older, I found it necessary to connect the camera to the VCR and use the video output jack (RCA cable) to attach the unit to the Amiga. Although this may sound confusing, within a few minutes I was ready to convert my living room into a photo lab.

Included in the Digi-View package is the hardware (cartridge) and disk software, both color and black & white, high resolution and low resolution programs to put it all together. You are also given a color filter wheel and the needed hardware to attach it to your camera. The 16 page manual is concise, easy to understand and even includes suggestions for better pictures and 3-D effects.

Now the big question, what to 'take a picture of'. Anyone who wandered into the room became an instant target. Pets and flowers just outside the window produced great results despite the disadvantage of shooting through a screen window. Just as I thought I had exhausted all the possibilities, I discovered that pictures in books and stationary TV images were even better subjects because they didn't move.

Three days and a box of disks later, I emerged, ready to start the real work of editing the pictures I had frozen and saved in IFF format. One of the nicest features of all this fun is that you can load your raw images into a program like Deluxe Paint and achieve professional results by retouching and editing them as you like. Change the colors for modern effects. Create a brush and duplicate faces on the whole page. Create a picture of someone playing checkers with himself! Edit and shade pictures from books to use as a letterhead. Make your own needlework

patterns. Crop and frame photos for professional results. You could virtually create an entire photo album on computer by combining photos in eye-catching displays including information about where and when they were taken. Of course, you can also digitize images from your standard video tapes as well. With all the features of DPaint, the list of possibilities is endless.

With just a little bit of skill and a lot of hard work you can use Digi-View to create a world of pictures. The results are practical, good looking and just plain fun to use in a variety of projects. What a great new way to use your computer equipment. Be aware of the dangers though. Your computer room may have to be enlarged to make room for a small photo studio.

Education Notes

Mary Louise Hagemeyer

Many thanks to Roy Baker for his excellent presentation of the assembly language course in March. We are also grateful to Mrs. Baker for her support behind the scenes. The class was well attended and there were many favorable comments.

Other classes will be offered, if there is sufficient interest. If there is a particular topic you would like to study, call me at 732-0982.

Did You Know?

Gerry Barker

STARTEXT uses disk drives capable of storing almost 1 gigabyte of data. That's enough to hold just about all the stories our editors can handle, and then some. That means we don't have to cut anything. You are reading the original story as written. You decide how much or how little you want.

At the same time, STARTEXT editors can give you more variety, and expanded coverage in areas like computer news, business, science, medicine, high tech and special reports. Fully 70 percent of everything the wire services transmit is never used by newspapers. Again, it's a problem of space. Our editors scan that material and much of it finds its way online.

Subscribing to STARTEXT is indeed like having personal access to the wire services.

mCAD - PD Software

Review by Clara Baker

Amiga Users of the Heartland, Omaha, NE

Ed. Note: mCAD is available on MCCC library disk #24 handed out at the April 17th meeting. It will be found under the directory Programs/AZAIL2.

...mCAD version 1.2 by Tim Mooney is going to keep me up nights for some time to come! Let me explain why. It has been said that the one universal program among Amigaphiles everywhere is a paint program such as Deluxe Paint or Aegis Images. Well, I was one of the last holdouts because I am one of those people who can't draw a straight line, even with a ruler. The Amiga just gives me a more sophisticated tool with which to prove my incompetence as an artist. I mean, a stick figure is a stick figure, whether it's scrawled on paper with a crayon or smeared across a CRT by a mouse. But I would like to be able to use the power of my Amiga to help me do routine design work, such as laying out some ideas for a future kitchen renovation or planning the landscape of my terraced dominion. That sort of thing is a lot of work in a paint program.

In answer to a tacit prayer comes mCAD. CAD is the industrial acronym for Computer Aided Design/Drafting (depending upon which discipline you've studied) and as the name suggests, that's what mCAD does. Now to appreciate mCAD, you must understand that most industrial CAD work is done on enormously powerful workstations whose cost is measured in cubic dollars. Only recently has CAD fallen into the hands of the lowly IBM PC-based workstations found in smaller plants. The most popular of PC-based software is AutoCAD and it sells, (last I heard) for right around 2000 dollars a copy. Now I'm not going to be foolish enough to suggest that this shareware (suggested contribution \$20) is on a par with AutoCAD, but it does give you quite a perspective when you understand that there aren't too many things that AutoCAD can do that mCAD can't.

What is the distinction between a CAD program and a drawing program such as Deluxe Paint? Quite a bit, really. A drawing program allows you to change the colors of your monitor's pixels...the little dots that form the screen. If you have drawn a circle in one location and you want it moved to another location, you must first go through the process of erasing the circle at the first location before building a new circle in the new location. That will be difficult if your circle is adjacent to or overlapping some other object you want to leave intact. A CAD program goes beyond simply coloring pixels on the screen. When you have built

a circle on the screen in one location, the program has in its memory a mathematical representation of that circle and its placement on the screen. To move the circle to a new location, it is a simple matter to alter the program's information about its placement. You do this by the familiar click and drag procedure. Presto! The circle is moved.

With a CAD program, every structure built on the screen is unique and separate. Circles may overlap, triangles over squares over more circles and each of them may be individually manipulated; the program keeps track of what portion of the screen is occupied by which object. This isn't half as impressive on paper as it is in operation! mCAD allows you to build lines, squares, shapes and structures of all kinds and move, rotate, duplicate or resize them easily. Such objects can be stored in a library with similar objects. An electronics designer, for example, would want to create a library full of electric symbols, then simply call them up, orient them on the screen and connect them to draw a schematic. Once all of the symbols have been constructed, the process of design is greatly simplified.

mCAD opens a high resolution interlaced screen with a gridwork background. The buff color is far enough from white that even on the stock Amiga monitor, interlace flicker is not objectionable. From there several menus are available to allow you to open a library of objects, open an existing drawing or begin anew with "primitives" such as lines, circles and boxes. You may build objects in any of 16 different colors. This makes it easy to read your drawing when you've layered several objects on top of one another. The color menu allows you to change the palette to suit your own taste.

As with most of these programs, the grid may be shown just for reference or you may choose to activate the "snap" feature, which will place all endpoints at the nearest grid intersection once you drag them into the proximity. Alternatively, you may remove the grid altogether.

Once you've constructed an object you may resize it, drag it to a new position or reorient it by rotating it in one of two fashions, either continuously by shifting it with the mouse or in discrete 90 degree increments. An object may be "cloned" and the clone manipulated as a new object. When several objects overlap each other you'd think selecting one of them would get tricky. The author has devised a nifty way around that problem and it's one of the nicer features. It's a sort of rotary selection process whereby the program highlights the object it thinks you mean, but if that isn't correct, another click will highlight another object. You simply keep clicking until the object you want is the one highlighted.

One of the most useful features of mCAD (and indeed this amounts to the greatest difference between CAD programs and paint programs) is the ability to "zoom in" on a portion of the screen to apply detail to your drawing. Paint programs have this feature too but as you zoom in you see greater amounts of pixelization...the little dots grow into giant blocks because the resolution remains constant at its full-view value. Since CAD programs don't store an image as a series of pixels, but rather as mathematical constructs, when you expand a tiny portion of the screen the program actually redraws it at a much higher resolution. When you zoom back to normal size you may not be able to see the details you've added on your monitor due to the limitations of its resolution. Rest assured, the program knows they are there. In addition, if you print an expanded version of your drawing on a plotter, they will show up.

I have not tried to run a drawing through my printer. That will be an interesting experiment since mCAD is only capable of output to a plotter file. If you wish to send your drawing to a dot-matrix printer you will have to use a screen dump utility. The program comes with a driver for any plotter which uses Hewlett-Packard's protocol which is a fairly universal standard.

Perhaps the most endearing feature of mCAD is that it is sufficiently intuitive in its operation that it can be run without reading a single piece of documentation. The interplay of the mouse, the menus and the drawing surface are quite predictable. While the literal conventions of intuition's mouse controls don't exactly fit here, the author has implemented their broad connotations-left means yes, continue, approval or execute and right means no, abort, try again or don't do it. Armed only with this concept the new user will feel at home with all of the commands in less than an hour.

While mCAD may lack some of the sophistication of AutoCAD, it provides the capability needed for most home users. I do not need to spend hours learning to use a program that's way above my head or beyond my requirements. Take a look at it. It's the greatest shareware value I've run across yet!

1571 Single Side Mode

Cougar Courier, AZ

Sometimes your C-64 software won't load when you make the upgrade to a C-128 with a 1571 drive. Before giving up, try this one line direct command to make certain that your 1571 is in 1541 single side mode:

```
OPEN 15,8,15:PRINT#15,"U0:M8":CLOSE15
```

It won't always work but it's worth a try...good luck.

Ortho's Computerized Gardening - Tom Nelson Albany Corvallis CUG



A copy of Ortho's Computerized Gardening was recently obtained to help plan and keep the garden in good condition. The two-acre spread needs a lot of work and I hate to do something twice or lose what has been due to mismanagement, bugs or just plain stupidity. The Ortho program seems to help and advise all of the above plus a lot more.

The package consists of excellent and friendly documentation as well as planning charts and a well laid out 192 page book titled "Gardening Techniques." This book gives lots of information that I had not previously seen. Such trivia as: "A ripe watermelon should say 'THUNK' not 'THANK' when tapped was new to me.

The disk is double-sided for a good reason. The entire plant, shrub, tree and grass list is on side 2. The material that will grow in your particular location is determined by your Zip code number. When you enter a Zip code and press return, the program goes to work and tags all of the items that will survive in the area that you have named. If you wish to change the listing to a different growing zone, you can enter another Zip code and crank in the data. All you have to remember is what zone you had set up. If you want to see the entire list regardless of the growing 'zones', enter 00000 for the Zip code when asked for by the program. The main menu also lists a calendar, a note pad and a calculator. All of the menus are extremely well laid out and will be easy to follow.

If you want a print-out of anything on the screen, just press the appropriate keys and out she comes. The printing crowds the left margin so the data could be printed directly onto 3.5 X 6 inch tractor-fed cards or two items on a normal 8.5 X 11 inch sheet.

After selecting and setting up your growing region, you can go to the other menus such as the PERSONALIZED PLANT SELECTOR-MAIN MENU. This allows you to select by botanical name, common name or if you prefer, list by type, height, color, blooming season, water needs, etc. You can then select by one of 16 categories from Houseplant to Vine. When one of these categories is selected, the program will list all of the items by botanical name alphabetically. When you select a particular plant, tree or shrub, you will get a two-part readout that gives the common name, plant or tree height, needed soil conditions, light requirements, feeding and any additional

notes on the screen. As stated before, any screen can be sent to your printer for a hard copy.

The note pad is just that--a place to make notes for future reference. The calendar shows which date contains information by placing a "*" mark on the date involved. The calculator mode will give a pictograph of a calculator on your screen. You can either type in the numbers or move the pointer to a number or function. Punching in numbers is by far the most expedient and simple to use.

Overall, I will give the program an 8.8 on a scale of 10. A 10 is next to impossible to attain in my rating system, so ENJOY.

GEOS-Books on the Market

Jim Kaminski
Sacramento CCC, CA



How To Get the Most Out of GEOS by Jim Oldfield and Tim Sickbert - \$15 from Midnite Press/Midnite Software Gazette

This is a users book. If you got confused by the information that came with the GEOS program, then perhaps this book will help. It covers good techniques for using GEOS, what causes problems and how to recover or avoid them. It even has some information in the back concerning GEOS V1.2 (disk maps, simple memory maps, etc.) There are a few programs which can be typed in or ordered separately on a disk. These programs cover how to convert text files, graphics files and unscratch GEOS files. There's even a listing to allow for easier loading, but I was unable to use it on my recent 1.3 version.

GEOS Inside Out by Manfred Tornsdorf and Ruediger Kerkloh - \$20 from Abacus Books

This is a book for casual programmers. It has a bunch of 'how to use GEOS' information, but it also has type in programs to enhance GEOS (such as a constant display clock) and to allow use of other programs or to develop some simple utilities. This is a good translation from the German version which was published last summer.

The Official GEOS Programmer's Reference Manual by Michael Farr (of Berkeley Softworks) - \$20 from Bantam Books

The title of this book says it all. However, I would NOT recommend this book to anyone who is not TOTALLY at ease when looking at assembly language listings. Although the pace of the book is learning through doing, this book is for software developers and insatiable hackers. I have never seen a more technical book for the C-64 than this one. I have also noted that minor corrections to this book are appearing in the GEOS forum on Q-Link.

Hi-Res Screen Finder

Ron Hackley
South Bay CUG

This program will help you find and recover (save) a hi-res screen that may be left behind by other programs. To use Hi-Res Screen Finder, first type it in and save it to disk. Then, when running any other program, get the hi-res screen you want on the monitor. Reset your computer (this works best with a reset switch), and LOAD and RUN this program. It will let you step through memory, displaying each area's contents. The first area displayed will be the area starting at 8192. Each time you press F1, another 8K block of RAM will be written to the hi-res screen, so if the first screen you see is the one you want, press F5 to save it. If you press F1 again, the screen will be overwritten. When you push F5 you will be shown the starting location of the hi-res screen that is visible; you can reverse it by pressing F3. Press F7 and you will be asked for the name of the hi-res screen to load which you can then reverse, save or do nothing with. When typing in the program, \$F1 means to press the F1 key (or F7, F5 or F7). Many programs leave screens behind when you reset the computer (sometimes even a fast on/off will work). Most areas of Print Shop, PrintMaster, Newsroom and GEOS will leave at least one screen behind if you reset the computer while the screen is up. To print the hi-res screen, either use your own dump program or load a screen you saved into Print Shop's Screen Magic and print it. You can add PS text if you chose the latter.

```
1 REM "HI-RES SCREEN FINDER-Ron Hackley
  SOBAY Commodore User's Group 11/86"
2 PRINT CHR$(14): IF P=0 THEN PRINT
  "POKING DATA": GOSUB 60
3 X=1: Y=1: POKE 51,254: POKE 52,31: POKE
  55,254: POKE 56,31
4 PRINT "HI-RES SCREEN FINDER"
5 IF P=2 THEN P=1:GOTO 20
6 PRINT "PRESS F1 TO SEQUENCE SCAN":
  PRINT "PRESS F3 TO REVERSE SCREEN"
7 PRINT "PRESS F5 TO SAVE SCREEN OR SEE
  ADDRESS"
8 PRINT "PRESS F7 TO LOAD SCREEN":PRINT
  "PRESS 'Q' TO QUIT"
10 GET A$: IF A$="F5" THEN 80
12 IF A$="F1" THEN PRINT "$CLR/HOME":
  GOTO 20
14 IF A$="F3" THEN SYS 866
16 IF A$="F7" THEN 90
18 IF A$="Q" THEN STOP
19 GOTO 10
20 IF X=1 THEN POKE 53265,59: POKE
  53272,24: POKE 251,0: POKE 252,4: SYS 916
22 IF X=8 THEN X=2
24 IF X=5 THEN POKE 251,0: POKE 252,160:
  GOTO 30
```

```

26 IF X=7 THEN POKE 251,0: POKE 252,224:
GOTO 30
28 POKE 251,0: POKE 252,(X*8192)/256:
POKE 253,0: POKE 254,32: SYS 832: X=X+1:
GOTO 10
30 POKE 56334, PEEK (56334) and 254
32 SYS 900
34 POKE 56334, PEEK (56334 or 1: X=X+1:
GOTO 10
60 READ LO,HI: FOR I=LO TO HI: READ X:
POKE I,X: R=R+x: NEXT I: IF R=13533 THEN
RETURN
61 PRINT "ERROR IN DATA STATEMENTS": STOP
62 DATA 832, 932
64 DATA 169, 000, 133, 253, 169, 032,
133, 254, 162, 032, 160, 000, 024, 177
66 DATA 251, 145, 253, 200, 208, 249,
024, 202, 208, 001, 096, 230, 252, 230
68 DATA 254, 024, 144, 234, 000, 000,
169, 000, 133, 253, 169, 032, 133, 254
70 DATA 162, 032, 160, 000, 024, 177,
253, 073, 255, 145, 253, 200, 208, 247
72 DATA 024, 202, 208, 001, 096, 230,
254, 024, 144, 234, 000, 000, 165, 001
74 DATA 041, 253, 133, 001, 032, 064,
003, 165, 001, 009, 002, 133, 001, 096
76 DATA 162, 004, 160, 000, 169, 001,
145, 251, 200, 208, 251, 230, 252, 202
78 DATA 208, 242, 096
80 POKE 53265,27: POKE 53272,23: PRINT
"SCREEN IS LOCATED AT:":(X-1)*8192
82 PRINT "SAVE HI-RES SCREEN": PRINT
"JUST PRESS RETURN FOR MENU"
84 F$="": INPUT "ENTER FILENAME": F$: IF
F$="" THEN 3
86 POKE 193,0: POKE 194,32: POKE 174,64:
POKE 175,63: OPEN 15,8,15, F$: SYS 62957
88 CLOSE 15: PRINT "SCREEN SAVED TO LOAD
AT 8192": GOTO 6
90 POKE 53265,27: POKE 53272,23: PRINT
"LOAD A HI-RES SCREEN"
92 F$="": INPUT "ENTER FILENAME OF SCREEN
TO LOAD": F$: IF F$="" THEN 3
93 POKE 53265,59: POKE 53272,24: POKE
251,0: POKE 252,4: SYS 916
94 P=2: LOAD F$,8,1

```

Computing Calories

Marilyn Smith

Kankakee Hackers CUG



Deciphering unfriendly software manuals: 150 calories

Making back-up copies: 50 calories

Finding the cause of a glitch: 300 calories

To which I would add:

Listening to computer jargon from dedicated users: 500 calories

Editing the Club Newsletter: 600 calories a day

All Life's A Role Playing Odyssey Charlie Smith

Baton Rouge Area Commodore Enthusiasts

I've hit upon an angle for persuading people that fantasy gaming isn't at all ridiculous, as their blank faces accuse. First line of defense, entertainment value, isn't credibly applied to obsessive activities - we're talking much more than entertainment here; everybody knows it. We're obviously fulfilling some kind of need with our complete immersion into a world that exists only on paper, on the computer screen and in that usable area of our brain that's supposed to be fretting over bills and planning careers. So where does that leave us-wanable warriors who can't cut it in the real world? Wizards of wish? Is it power we crave?

I dunno. Probably. So what? Here's my new angle, though: Role playing fantasy games are therapeutic, motivating, educational and they quite possibly serve as spiritual gymnasias, building inspiration to go out and practice the magic of whatever real life calling brings in the bacon. The games train one in the universal principles of get ahead strategy, the necessity for optimal management of energy and resources, and the dividends of great patience and tactical sacrifice. A mindframe is established, one geared to production and success. The player learns that he must perform by the standards set by the environment, the system, that is, because he becomes by necessity tolerant of the game and learns to excel within its constraints.

Do a fantasy game. Get the taste of conquest and implications to your own life begin to suggest themselves. I shall build my power, you say. My hit points, my level will increase. I must train for increasing challenges, kick corporate duff, work my woolly way to archmegados of the entire fried chicken empire - or the educational field - or whatever.

Take business. There's a fantasy game if ever one was. A level thirteen financial wizard casts a divestiture spell (law suit) with the aid of several legal magicians of various skill and ability levels. Conflict, battle, victory and begging for mercy are a few of the goodies featured in the arena. Spells and CounterSpells, strength in unity, wisdom, fortune, fate. What gamer could resist? And I suspect the most successful practitioners of every profession are those who live like an adventure.

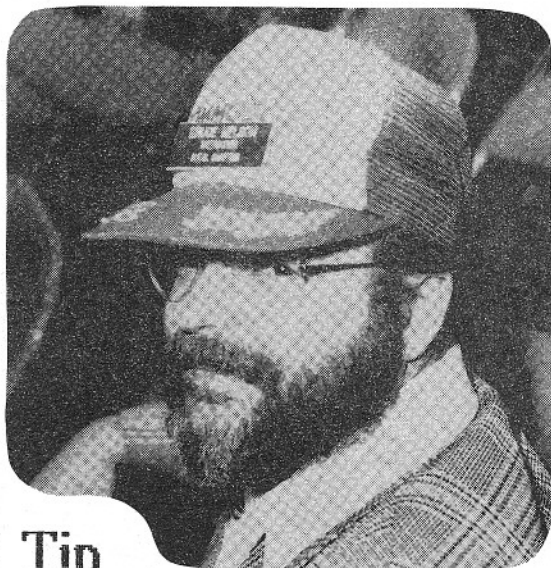
Whatever role we play in society ideally provides at least these two benefits: self-fulfillment and social contribution. Games provide more graphic

fulfillment which, if brief, is intense. And the social contribution? Besides the aforementioned inspiration to productivity, they keep some of us off the streets!

Speed Typing Time

MICE, Miami. FL

If you type like I do, you use the DELETE/INSERT key more times than you'd care to admit. And I bet you often accidentally end up hitting that CLR/HOME key sending the cursor up to the upper left hand corner of the screen and wasting your time getting it back to where you want it. Why not create a "larger target" on the DELETE/INSERT key? By buying a small plastic chair or crutch foot, slicing off the excess, and gluing the base to the offending key, you increase the key's size. Now, when you need to, you can kind of "slap at the key and almost never hit the neighboring one. This trick has saved me much time (but it hasn't improved my typing).



1571 Tip

Cougar Courier, Phoenix, AZ

Occasionally the head on a 1571 drive become trapped between the laser and mechanical stops and will not be able to move out on its own. Resetting the drive by turning off the machine will not solve the problem as the head doesn't move on power up. The problem can be solved by INITIALIZING the drive with the command: OPEN 15,8,15, "IO". This moves the head to read the BAM. [Ed. Query: What does the head do with all that noise at power-up if it isn't moving? The ones I have sound like a metal box full of angry rattlesnakes if there's no disk in the drive!]

CHAPTER NEWS

Ft. Worth Chapter

Congratulations to Pam Wiley, who designed a beautiful Koala graphic that appears in the May issue of Ahoy magazine!

The Fort Worth Chapter had an Education Fair at our April meeting. Many thanks to those who brought their computers and favorite educational software. Bob Krause gave a demonstration of an outstanding program, "Where in the World is Carmen Sandiego?"

In March, Art Wright showed us how to put "X-10 Powerhouse" to work in our homes, providing security and convenience without typing up the computer. As a result of that demo, several members have ordered Powerhouse for themselves.

May will be "Games Month". Come and find out about the best games for the 64 and 128. The meeting will be at 1:30 p.m., May 9 at GDRA.-Mary Louise Hagemeyer

H.E.B. Chapter

There are now 3 double sided disks listing all the programs in the MCCC Library. Cheryl Howard requests that not more than 4 disks be requested per member per meeting. If more are needed, mailers are available for a small fee. A newcomers packet is now available which includes both a disk of programs and printed material. The charge for the packet is 60 cents and one blank disk.

Please note that the May chapter meeting has been changed to Saturday, May 23. This was necessary due to the availability of the Hurst Recreation Center. We appreciate your understanding this temporary modification of the usual schedule.

WARNING !!! STATIC

This is the static season, so be extra careful about protecting your equipment from the damage that static electricity can cause. You can purchase a static strip or pad to touch before you touch your computer - \$15-\$25 range. You can also keep your joystick ports full of joysticks, dongles, or dummy plugs. They are especially likely to let you ZAP your computer, especially if you have to turn it on via the power switch or if you have a reset switch near them (as the C-128 does). NEVER, NEVER plug in or remove joysticks, a cartridge, or a modem while the CPU is turned on, no matter how many times you've seen a joystick wizard do it with no ill effects! It only takes one wrong time and you have a sizeable repair bill to replace a chip.

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May 2 **Board Meeting** 10:00 am
Western Hills Inn

May 9 **Ft. Worth Chapter** 1:30 pm
Gen. Dyn. Rec. Area, Room 2

Grand Prairie Demo 10am to 6pm
Forum 303 Mall

May 11 **Ft. Worth Night Chapter** 7:00 pm
St. Elisabeth Epis. Church

May 16 **Grand Prairie Chapter** 6:30 pm
Grand Prairie Publis Library

May 19 **Arlington Chapter** 6:30 pm
Arlington Community Center

May 21 **Aniga Chapter** 7:00 pm
Arlington Community Center

May 23 **H. E. B. Chapter** 1:30 pm
Hurst Recreation Center

June 6 **Board Meeting** 10:00 am
Western Hills Inn, Euless

June 13 **Ft. Worth Chapter** 1:30 pm
Gen. Dyn. Rec. Area, Room 2

There are a number of meeting changes in this month's schedule. Not all times and places have been confirmed by press time so please contact your chapter officers if you have any questions.



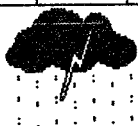
19

If I had all the words in the world
To express what I want to say,
I still could not reach my audience
Unless I got started some day.
So start right now to finish up
That article or song,
We'll publish it and you will be
An author before long!

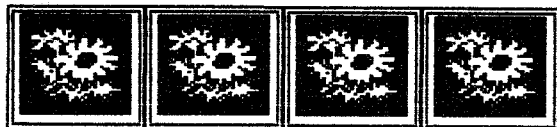
may meetings

SUN MON TUE WED THU FRI SAT

					1	2 BOARD MEETING 10:00AM
3	4	5	6	7	8	9 FORT WORTH C.P. DEMO
10	11 FT/WRTH NIGHT 7:00PM	12	13	14	15	16 GRAND PRAIRIE 1:30PM
17	18	19 ARLNGTN 6:30PM	20	21 AMIGA 7:00PM	22	23 H.E.B. 1:30PM
24	25	26	27	28	29	30
31						



UNPLUG YOUR EQUIPMENT DURING THUNDER STORMS.



ATTENTION: H.E.B. MEMBERS

Please note the change of meeting time of the chapter meeting this month. We will meet one week later in May due to the rental schedule of the Hurst Recreation Center.

**H.E.B. Chapter
Meeting
May 23, 1:30 pm
Hurst Rec. Center**

ARLINGTON MEMBERS:

We appreciate your understanding as we search for a better meeting time. Please note that the May meeting will be on Tuesday, May 19 at the Arlington Community Center.

MCCC NEWS

Mid-Cities Commodore Club
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Bedford, Texas 76021

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